

Sega Saturn

81800

SONIC R

Development Team: Traveller's Tales

Release Date: 11/97

Genre: Racing

ESRB Rating: K-A (Kids to Adults)

Difficulty Level: Easy

of Players: 1-2

Save Feature: Saturn Internal Memory, Back-Up RAM Cartridge

Similar Games: Sonic Jam (Saturn), Sonic 3-D Blast (Saturn, Genesis)
Sonic the Hedgehog Series (Genesis)

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F.A.Q.s About Sonic R

Q: Are there any codes for Sonic R?

A: No codes are available for Sonic R at this time.

Q: How do I get inside the large doors with the numbers above them?

A: The number indicates the quantity of rings you need to enter that door. (It will be a number like 20, 40, 50 or 60.) You can collect more rings than the number listed, but you must have at least the amount shown or you won't be able to get in. Once inside, you'll find various power-up items ranging from more rings to different colored Chaos Emeralds.

Q: What's up with the SONIC Tokens and the different colored GEMS I've found in the game?

A: Sonic Tokens are used to access the hidden characters in the game. Collecting all five Sonic Tokens on a course allows you to race against a hidden character after the race is completed, if you finish in at least third place. You can only play as the hidden character if you beat him in a head-to-head race. The Gems are called **Chaos Emeralds**. These giant, different colored jewel power-ups are found in some of the Ring Doors. If you collect all seven Chaos Emeralds, you can access a hidden character named Super Sonic. **Note:** You cannot get credit for collecting all five Sonic Tokens and the Chaos Emerald on each course. If you collect them all, you'll only get credit for the Sonic Tokens. To get credit for the Chaos Emerald, don't collect the Tokens until the next time you race on the course.

Q: I finished a race and it says I got "No Chaos Emeralds" even though I collected one (or two). What's up with that?

A: The reason it says "No Chaos Emeralds" on the track is because you didn't finish in first place. To collect a Chaos Emerald from any of the four courses in the game, you must finish the race in first place.

Q: Are there any secret or hidden characters in Sonic R?

A: Yes, there are six hidden characters: **Metal Sonic, Metal Tails, Metal Knuckles, Metal Robotnik, Dr. Robotnik** and **Super Sonic**. You can get one of the four "Metal" characters on each of the courses by collecting all five Sonic Tokens on a course and finishing in no worse than third place. You'll then race the hidden character from that course in a three-lap race. You must win this race in order to get the Metal character for that course. Metal Sonic is found on the Resort Island course. Metal Tails is found on the Radical City course. Metal Knuckles is found on the Reactive Factory course, while Metal Robotnik is found on the Regal Ruin course. To play as Dr. Robotnik, you need to finish in first place on all five courses and beat the game. To play as Super Sonic, you need to collect all seven Chaos Emeralds on the four different tracks. (There is no Chaos Emerald on the fifth course, Radiant Emerald, while some courses hold two.)

Q: Is there an extra course in Sonic R? If so, how do I access it?

A: Yes, there is one extra course in Sonic R. It's called the Radiant Emerald course, and you can access it by finishing in first place on all four courses with any of the characters.

Q: Why can't I jump when I'm using Amy or Dr. Robotnik?

A: Since Amy and Dr. Robotnik race in vehicles, they don't have the ability to jump. Remember that each character has his or her own strengths and weaknesses. Use each one on each course to see which characters work best for you.

Q: Why do all the computer racers zoom past me? Is there a speed burst?

A: Yes, there are many ways to get a speed burst in the game. First, find the Accelerators on the track (they look like gray doormats with a "GO" sign floating above them) and collect as many Tokens as you can. The more Tokens you have, the more the Accelerator will boost you. You can also get a speed burst by finding a Fleet Feet Sneakers power-up. Press the "B" button to make a character accelerate or press the "A", "C" or "Y" button to use Amy's Turbo Boost.

Q: Why don't I switch laps? I've been around the course lots of times but I'm still on the first lap!!!

A: You must make sure that you are going around the course and crossing the Start/Finish each time you complete a lap as you head around the course. Make sure you don't cut TOO MANY corners or your laps won't count.

Introduction

LADIES AND GENTLEMEN!!! LET'S GET READY TO RACE!!! So you think you're good? Well, you're about to take on some of the fastest racers in the world of Sonic the Hedgehog, on five challenging courses. Get ready to experience a Sonic game that is truly one of a kind. Step up to the starting line, watch the seconds count down...ready...set...GO!!! *And they're off, fighting for position through the first turn...*

Each character has his own strengths and weaknesses. Some are faster, others handle better and each will have unique moves. For example, Tails is able to fly and Knuckles can glide. There are three different modes to play in: *Grand Prix mode*, *2-Player mode (split screen)* and the *Time Attack mode*. So choose your favorite Sonic character, step up to the starting line and try to finish ahead of the other racers as you attempt to bring home the checkered flag.

Load Data

After pressing the "Start" button, you'll see the "Load Data" screen. Here you can select from three "Internal Data" choices which save your best times, secret characters and the Chaos Emeralds you found. To save information, select one of the "Internal Data" choices by pressing "Up" or "Down" on the D-pad along with the "A" or "C" button. If you want to play "Sonic R" without saving any of the current information, select the "No Save" option at the bottom of the screen. To delete any of the "Internal Data" selections, go to the "Delete" option and highlight the data you want to delete. To load data from a Back-Up RAM Cartridge, go to the box on the far right labeled "External Memory", and press the "A" or "C" button. **Note:** If you do not have a Back-Up RAM Cartridge plugged into your Saturn, this selection will have a red "X" through it and cannot be selected.

Getting Started/Main Menu

After the Sonic R title screen and the Load Data screen, you go to the "Main Menu" where you can select from the following choices:

GRAND PRIX
2 PLAYER VS
TIME ATTACK

OPTIONS

To select the **GRAND PRIX** mode, highlight the box with the two checkered flags and press the "A" or "C" button. You'll see a large "Grand Prix" icon spinning around in the middle of the screen. This mode lets you race 3 laps on any of the five courses against four computer-controlled characters. The object here is to race around each course trying to finish in first, second or third place. The game ends if you finish in fourth or fifth place.

To select the **2 PLAYER VS** mode, highlight the picture of Sonic and Knuckles and press the "A" or "C" button. You'll see a large "Sonic and Knuckles 2 Player VS" icon spinning around in the middle of the screen. This mode allows you and a friend to race 3 laps against each other on any of the five* courses. You race on a split screen with Player 1 on the top half of the screen while Player 2 appears on the bottom half.

**Note: See "Secrets" Section, page 13 for information on the fifth course, Radiant Emerald.*

To select the **TIME ATTACK** mode, highlight the box with the hand holding the stop watch and press the "A" or "C" button. You'll see a large yellow and blue "TA" stopwatch spinning around in the middle of the screen. This mode allows you to race around any of the exciting tracks; but this time you're only racing against the clock to beat the best time. This mode is great for learning the layout of each track and it's great practice for when you're going up against the computer or a friend (or even an enemy). There are four modes you can play with in "Time Attack" mode: "NORMAL", "REVERSE", "GET 5 BALLONS" and "TAG 4 CHARACTERS". The "NORMAL" option lets you race a basic course, while the "REVERSE" option is similar to "NORMAL" except that it lets you race around the reversed versions of the courses.

(Continued from the "Getting Started/Main Menu" section, previous page)

The "GET 5 BALLOONS" option lets you run around any of the courses, with the objective of locating and popping 5 balloons (by touching them) which are placed in various locations throughout the course. The "TAG 4 CHARACTERS" option is a timed race in which the object is to race after four characters and tag them to make them stop running. Once you've tagged all four characters, the game ends. Once any of these races are completed, you'll go to the race statistics screen where you can either "Retry" the race or "Exit".

To select the **OPTIONS** mode, highlight the box with the question marks inside and press the "A" or "C" button. You'll also see a large "?" spinning around in the middle of the screen. This mode lets you select and adjust 10 different options, which are as follows:

Game Level: Select this option to set the game difficulty. You can choose from "Easy", "Normal" or "Hard" (opponents get faster and race better). To choose which difficulty level you want to play at, highlight this option and press the "A" or "C" button to scroll through the choices.

Ghost: Select this option to have a "ghost" version of your character race with you around the track. This helps you learn how to race well on the course, because the ghost knows how to race on the course the best! Just watch it race ahead of you and try to follow it around the course. To engage "Ghost" mode, highlight this option and select "ON" or "OFF" by pressing the "A" or "C" button. The "Ghost" option works in any mode.

Best Times: Select this option to see the best times for each course. Here you'll find out the "Lap Record", "Course Record", "Tag Record" and "Balloon Record" for each of the characters from the Grand Prix and Time Attack modes. To view the "Best Times", highlight this option and press the "A" or "C" button. To Exit, press the "A" or "C" button.

Load Data: Select this option to access the "Load Data" screen and choose from three "Internal Data" slots. Select one of the "Internal Data" choices by pressing "Up" or "Down" on the D-pad along with the "A" or "C" button. If you want to play Sonic R without saving any of the current information, select the "No Save" option along the bottom of the screen along with the "A" or "C" button. To delete any of the "Internal Data" selections, go to the "Delete" option and highlight the data you want to delete. To load any data from a Back-Up RAM Cartridge, go to the box on the far right, labeled "External Memory", and press the "A" or "C" button. The game saves your best times, hidden characters and Chaos Emeralds.

Vocals: Select this option to mute the singer from the songs in the game. To make this choice, highlight the option and select "ON" or "OFF" by pressing the "A" or "C" button.

Sound: Select this option to choose the sound setting for the game. To make this choice, highlight the option and select "STEREO" or "MONO" sound by pressing the "A" or "C" button.

Music Volume: Select this option to set how loud you want the music to be. You can pick from "Low", "Medium" or "High". To make a choice for the volume level, highlight this option and press the "A" or "C" button.

Music Test: Select this option to listen to the 20 different songs heard in the game. To make a choice, highlight this option and press the "A" or "C" button to find the number of the song you want to listen to, and then press the "B" button to listen to the song.

SFX Test: Select this option to listen to the 39 different sound effects heard in the game. To make a choice, highlight this option and press the "A" or "C" button to find the sound effect you want to listen to, and then press the "B" button to listen to it.

Exit: To leave the "Options Screen", select this choice by highlighting it and pressing the "A" or "C" button or press the "Start" button at any time.

(Continued from the "Getting Started/Main Menu" section, previous page)

After you've selected which game mode you'd like to play in, you'll go to the **CHARACTER SELECT** screen. Here you can choose from the four following characters by moving the D-pad "Left" or "Right". Press the "A" or "C" button to confirm your selection.

SONIC THE HEDGEHOG
TAILS
KNUCKLES THE ECHIDNA
AMY

Note: You will see six silhouette boxes for the hidden characters. You can't access these characters at the beginning of the game. To find more information about the hidden characters and how to access them, go to the "Secrets" section on page 13.

Once you have selected the game mode and characters, you'll go to **COURSE SELECT** screen. Here you can choose from five courses:

RESORT ISLAND
RADICAL CITY
REACTIVE FACTORY
REGAL RUIN

RADIANT EMERALD (SECRET COURSE) - You will see a box with a red circle and a line going through it. To find out more information about this course, go to the "Secrets" section in this game guide on page 13.)

Press the D-pad "Left" or "Right" to highlight the course you want to race on, and then press the "A" or "C" button to confirm your selection.

Note: For more information on an individual course, go to the "Course Overviews" section page 7.

Controls

Button Input	Action	Button Input	Action
UP	No Use	A BUTTON	Jump
DOWN	Brakes/Brings character to a stop	B BUTTON	Run Faster/Speed Burst
LEFT	Move Character Left	C BUTTON	Jump
RIGHT	Move Character Right	X BUTTON	Close-Up View
LEFT SHIFT	Powerslide Left	Y BUTTON	Jump
RIGHT SHIFT	Powerslide Right	Z BUTTON	Overhead View
START	Pause Game	NOTE: There is no way to change the button configuration in this game.	

Spin Dash Roll (Sonic, Knuckles and Tails): Press the D-Pad "DOWN" while running, and then hold "UP" to continue spin dashing; or press the D-Pad "DOWN" while standing still to crouch, then the B button to spin. Release and press "UP" to blast off.

Fly (Tails) or Glide (Knuckles): Press the "A", "C" or "Y" button to jump. While in mid-air, press the button again to fly or glide. Use the D-Pad to maneuver through the air.

Turbo Boost (Amy): Press the "A", "C" or "Y" button to fire it when the tire symbol is at the top of the screen.

Homing Missile (Robotnik): Press the "A", "C" or "Y" button to fire a missile when the green target appears.

Power-Up Items

Items	Function/Appearance
Rings	These gold rings are found throughout the courses, on and off the main track. Try to collect as many of these as you can to use them with the accelerator ramps and the Ring Doors.
Star Wings (Item Panels)	This power-up looks like a large set of red and yellow pilot wings with a blue star in the center. Star Wings have various power-ups hidden in them. If you collect one of these, you can collect a “Sneakers” power-up, a “Bubble Vacuum” power-up, a “Water Shield” power up or a “Super Bonus Ring” power-up. Note: Read below for more information on each of these power-ups.
Chaos Emeralds	These giant, different-colored jewel power-ups are found behind some of the Ring Doors located throughout the different areas of the courses. There are seven Chaos Emeralds in the game. Emeralds are used to access the hidden character named Super Sonic. Note: See the “Secrets” section on page 13 for more information.
Sonic Tokens	These gold Tokens, picturing Sonic the Hedgehog’s face, are found throughout the different courses, both on and off the track. Sonic Tokens are used to access four of the hidden characters found in the game: Metal Sonic, Metal Tails, Metal Knuckles and Metal Robotnik. Note: See “Secrets” section on page 13 for more information.
Ring Doors	A Ring Door consists of a large yellow doorframe with red and blue lights, red and white checkered markings and a gray door with a number over the top. The number over the door indicates the quantity of rings you need to enter that door. Once through the door, you can collect any power-ups found inside. Low on rings? Watch for any other racers on the course who may open these doors for you.
Fleet Feet Sneakers	This power-up looks like a pair of red and white tennis shoes. It gives you a super burst of speed to make your character go faster for a few seconds. This power-up is only found inside a Star Wing .
Bubble Vacuum	This power-up gives your character the ability to become a magnet that attracts gold rings. Just pass close by and the rings will gravitate towards you. This power-up appears as a yellow lightning bolt, and is only found inside a Star Wing .
Water Shield	This power-up gives your character the ability to run over any water obstacle, one time only. It appears as a blue sphere and is only found inside a Star Wing .
Super Bonus Rings	You collect this power-up once you pick up a Star Wing power-up. It gives you a varying amount of rings, ranging from 5 to 20. To find out how many rings you’ve received, look for the number that appears on the screen momentarily. This power-up is only found inside a Star Wing .

Pause Screen/End of Race Screen

Pressing the “Start” button when you are racing on a course pauses the game and displays a menu with three choices. On the “Pause” screen, you can choose to “Continue” the race, “Retry” the course or “Retire” to quit the current race and return to the Main Menu.

Once you complete a race, you are taken to a screen that shows how much time you took to race all three laps. It also shows you the “Total Time” you took to race the course along with the “Lap Record” (the fastest time to complete a single lap) and “Course Record” (the fastest time to complete three laps). You also have three choices on the bottom of the screen to select from. “Replay” lets you view an instant replay of the entire race, the “Retry” option lets you race again on the same course with the same character, while the “Exit” option quits the current game and returns you to the Main Menu.

General Racing Hints and Strategies

- The best course for beginning players is the “Resort Island Course”, because it is the shortest of the five and has the easiest turns to maneuver through. It is a very easy, straightforward track with a few shortcuts. Practice racing with each of the five characters on this course to familiarize yourself with the controls and determine which character is your favorite to race with. Once you think that you’ve got the hang of it, try the other challenging courses.
- When trying to move your character through a sharp turn, use the “Left Shift” or “Right Shift” buttons to perform a powerslide. This will cut valuable seconds off your time and keep you in front of the opponents you’re racing against.
- Only use a shortcut over the water when playing as Amy or Dr. Robotnik, because they both have vehicles that float over the water. It’s just like racing across the ground for them. However, when using Sonic, Knuckles or Tails, you are slowed down in the water, costing you valuable time. If you’re going to use a shortcut, better find one on land unless you’ve got a “Water Shield” power-up.
- When racing on a straightaway, try to stay in the center of the track so your character is in prime position to react to the direction of the next turn. If you are forced out of the center by another racer, try to get ahead of, or next to, him before you reach the next turn. Then you can cut to the inside as you reach the apex of the turn.
- Try to stay relaxed and focused when racing in Grand Prix mode. You must always be looking ahead of your character in order to react effectively to the next section of turns or obstacles. If you concentrate and stay relaxed, you should have a good chance of catching and passing the first-place racer. Once you get in first place, try not to panic or lose your concentration - just race the course. Try using the map to see how far in front, or behind, you are in relation to the other racers.
- Collect as many rings as you can on a specific course, and use the accelerators you find on various parts of the track to give your character a speed burst. This helps you pass, or stay in front of, the other racers. This is a great way to use any extra rings you may have collected while going around the course, since you don’t get any bonus points for rings you have left over once the race is complete.

Course Overviews

Note: Any “Ring Doors” listed without items described inside contain no secret items.

RESORT ISLAND COURSE

This course is very straightforward and probably the easiest of the five in the game. It is the first track you should race on to familiarize yourself with how the game plays. As you start on this track and go into the first turn, you can decide to go one of two ways:

- The main route takes you to the right through a cave, over two bridges and through an “S”-shaped curve until you reach a straightaway leading to another bridge.
- The other route heads left up the hill next to the first cave. Up on top of the cave you’ll find a **Sonic Token**. Then go left (past a wooden sign pointing left) and down the hill towards a second cave behind a waterfall. Go through the cave, collect the **Sonic Token** and continue straight over two more bridges past a **20-Ring Door**. Inside this door, you’ll find another **Sonic Token**. Maneuver around the cement buildings and then back onto the course in front of another bridge.

(Continued from "Course Overviews - Resort Island Course", previous page)

Continue over the next bridge, collect the **Star Wing** power-up and get ready for a very tight horseshoe curve. **(Game Master's Tip #1: To get through this curve a little more easily, press and hold the Right Shift button on the control pad.)** To find another **Sonic Token**, jump out from where you found the **Star Wing** to an island with three wooden signs pointing left and a **Token**. Go back to the bridge and continue through the next straightaway, and then get ready to decide which way you want to go. If you go left, you can enter a **50-Ring Door** to collect a **Blue Chaos Emerald**. If you go right, you'll find a shortcut through a small forest of trees. It's hard to keep up your speed and get through the trees without running into any of them. Only attempt to go through here if you're an expert racer. The easiest way to go is straight ahead, past an accelerator which gives you a quick burst of speed as you run over it, until you climb a hill and come to a fork in the course. (You'll see two signs on a wooden fence pointing both left and right.) The path to the left is a little longer but has more rings and a **Sonic Token**. Once you come down the hill, head for the loop de loop, collecting rings as you go through. To save time, avoid the loop de loop by going around it on either the left or right side and head towards the finish line. This will save time and help you pass any of the other racers going through the loop.

TOKEN AND EMERALD LOCATIONS

- Token #1 is on top of the first tunnel with the gray-stoned walls.
- Token #2 is on the path to left of the first **Token**.
- Token #3 is located through the **20-Ring Door** you'll find near the resort buildings.
- Token #4 is located on the water on a hill with three arrows pointing to the left of the second **Star Wing**.
- Token #5 is on the left path before the loop de loop and the finish line.
- The **Blue Chaos Emerald** is located inside the **50 Ring Door** near the water and forest of trees.

RADICAL CITY COURSE

This course is a little longer than the Island Course but not very difficult at all. It's very scenic and has many changes in elevation to give you great views of the city on different parts of the course. You start off on top of a hill in front of a short tunnel. When the race begins, go through the tunnel and press the "Jump" button twice at the top of the hill to make your character (if you're using Sonic, Knuckles or Tails) jump ahead of the other racers. Once you land near the bottom, press the "Jump" button again to clear the water obstacle. **(Game Master's Tip #2: If you're using Amy or Dr. Robotnik, you can take a left at the bottom for a shortcut over the water.)** Continue straight up a hill and then through a longer rock tunnel. Collect some rings and a **Star Wing** power-up as you approach a fork in the course. You can decide to go one of three ways from here: left and down through a gap in the road, right along the main course or left and straight through the middle to a shortcut.

- If you go left, there's a small gap missing from the roadway. If you don't jump over it, you'll fall down below and end up in a street area. Follow the arrows on the ground which point you back in the direction of the course. You'll find a **Sonic Token** and a **20-Ring Door** down here with a **Green Chaos Emerald** inside. **This will get you back to the main part of the course you were on if you had continued to the right.** Both of these paths lead to another water obstacle you need to jump over as you try to collect more rings. Continue up a winding hill, and then down and up through a sharp curve. Use the "Left" Shift button to make it through this turn smoothly. Collect more rings and a **Star Wing** power-up as you head straight towards a third tunnel.
- The other way you can go on this course is to go left at the fork in the road and jump over the gap. Go straight ahead, collecting more rings as you go into a short left-hand turn and then straight to another fork in the road. Here, you can either go straight or follow the road to the right.

Going straight is one of the best shortcuts on this track. As you approach the shortcut, press the "Jump" button and clear the short gap. Collect the **Sonic Token** and press the "Left Shift" button to make the sharp left turn that quickly comes up. Continue straight towards the third tunnel.

(Continued from "Course Overviews - Radical City Course", previous page)

If you don't want to attempt the jumping shortcut, follow the road to the right and go through two sharp turns until you reach the streets of the city. Collect a **Sonic Token** down here as you make a left turn. Follow the arrows pointing right to get back on the main track. You'll find your way back up a short hill that leads straight to the third tunnel.

Once through the tunnel, you have two options: keep going straight ahead or take a quick right and jump down to another shortcut onto a pinball-like area.

- If you continue straight, you'll go past a **50-Ring Door** that leads to the **Pink Chaos Emerald** until you see some rings in front of a very sharp right turn. (**Game Master's Tip #3: If you go through the Ring Door and collect the Emerald, you can easily make it down to the city streets by pressing the "Jump" button once you reach the end of the roadway.**) Collect the rings as you hold the "Right Shift" button to make this turn, and then press the "Jump" button at the top of the hill. Then continue straight ahead until you reach a springboard wall.
- If you decide to go right and take the shortcut, pay close attention to where you land. The ideal spot to land is near the **Sonic Token** on the giant pinball floor with the picture of Sonic. Once you reach the ground, immediately press the "Jump" button again and head towards the narrow opening (near the two yellow and blue Sonic R signs) you'll see straight ahead. As you go through here, press and hold the "Right Shift" button to make the turn and go right towards the springboard wall.

(You can also get back up to the main track by going to the left of the pinball area and looking for three colored arrows on the ground, pointing up a steep hill with some rings along the path.) Once you jump up in the air to clear the wall, continue straight to find another **Star Wing** power-up and some more rings. As you make a right turn, you'll come upon two ways to go:

- Take a right through a **20-Ring Door**. Behind the door, you'll find a **Sonic Token** and some more rings. After collecting these items, keep going straight to the finish line.
- Or, keep going straight to an accelerator. This will give you a quick burst of speed depending on the number of rings you have. The more rings you have, the faster and further you'll go. To get a burst to the finish line, you'll need at least 30 rings. This is the best way to go if you're in first or last place, because you can make up some ground on the other racers or very quickly distance yourself from them.

TOKEN AND EMERALD LOCATIONS

- Token #1 is found after the first secret door containing the **Green Chaos Emerald**.
- Token #2 can be found by taking the left route immediately after the first **Star Wing**. Go through the first opening with the barrier in front of it on the left, and then jump to reach the platform with the Token.
- Token #3 is located in the same area as Token #2, but instead of jumping out to the platform to get the Token, follow the path to the right and you'll find the Token at the final turn on the street below.
- Token #4 is located in the pinball area. Jump through the opening on the right after going through the third tunnel. You'll find the Token in the middle of the pinball area.
- Token #5 is behind the last **20 Ring Door near the finish line**.
- The **Green Chaos Emerald** is located behind a **20 Ring Door** near the water.
- The **Pink Chaos Emerald** is located inside a **50-Ring Door** near the pinball area.

REACTIVE FACTORY COURSE

This course may be one of the most difficult in the game, because there are many different routes you can take and it's very easy to get lost. You begin this course on a vast, open runway area next to a large factory building and a lake. As the race begins, be careful not to get too close to any of the other racers who may bump into you and slow you down. Continue straight and then veer to the right towards some orange pylons and a **Star Wing** power-up. From here, you can find two **Sonic Tokens**:

- The first **Sonic Token** is to the right (after Star Wing and the gray sign) in an enclosed area just past a small pond. Collect it and continue straight ahead to a springboard elevator (it looks like a large brown doorway) that will get you back up onto the straightaway portion of the main track.
- The second **Sonic Token** is to the left, on top of the large submarine in the water. Get back on the main course and choose one of two ramps. If you take the ramp on the right, collect the rings as you go up but press and hold the "Right Shift" button to make the sharp right. The ramp to the left is a little longer, but it has an easier turn. Either path leads you to a straightaway with two rows of rings and a **Star Wing** power-up before a high jump.

Once you clear the jump, collect the rings as you go into a sharp right turn which leads to a loop de loop. Once through the loop, you'll find a **50-Ring Door** with a **Chaos Emerald** inside on your right, followed by another sharp right turn next to a pond. Collect the rings as you go through this turn, and then get ready for a more difficult "S-shaped" curve. This curve leads right into an accelerator which will give you a quick speed burst based on the number of rings you've collected. Continue through the straightaway until you reach a fork in the track, where you can either go straight or take a sharp right.

- If you take a sharp right, you'll collect some more rings and then jump over a water obstacle. Go to the left, around the orange pylons, until you find another **Sonic Token**. After you collect the Token, head towards the finish line.
- If you decide to instead go straight, jump over the orange pylons and the water obstacle. You can go one of two ways from here:
 - Continue straight ahead, and then go right up a short hill, collecting more rings as you go through a few more turns. Next, make a sharp right and run up a small rise in the road to another straightaway. Continue down the straightaway, collect the **Star Wing** and go towards the **20-Ring Door** you see at the end of the road. (Inside the one on the right, you'll find a **Sonic Token** and some rings; the door on the left contains only rings.) Jump down off the hill and race towards the finish line.
 - Or, take the road on the right, which twists and turns to another **Sonic Token**. Collect the Token and quickly turn right to jump over a water obstacle. Next, make a left and continue straight ahead to collect the **Sonic Token** that is here, next to a circular building with a picture of Dr. Robotnik on the front. Finally, go towards the orange pylons and the blue/green landing lights, and then on to the finish line.

TOKEN AND EMERALD LOCATIONS

- Token #1 is located to the right after the 1st Star Wing and before the large submarine. It's in an enclosed area just past a small pond.
- Token #2 is on the large submarine in the water after the 1st Star Wing.
- Token #3 is located on some twisting turns next to the water and the high road that leads to the **20 Ring Door**.
- Token #4 is near the Start/Finish line at the turn by the building with a picture of Dr. Robotnik.
- Token #5 is right before the Start/Finish line on the main track. It's behind a **20-Ring Door**.
- The **Red Chaos Emerald** is located inside the first **50-Ring Door**. The emerald will fall from the sky when the door is activated. You'll need at least 50 rings to open the door.
- The **Gray Chaos Emerald** is located in the second secret area when you activate the door. The emerald falls on top of the yellow submarine. You'll need at least **50-Rings** to open the door.

REGAL RUIN COURSE

This is one of the most graphically stunning courses in the game, and contains several different bright, vivid colors and many unique obstacles in an Egyptian-style desert. It does not allow for many mistakes, so try to concentrate and learn it as best you can. Try to remember which turns or areas give you the most trouble and practice this course in Time Attack mode to get better at it. You begin the race at the Start/Finish line next to some stone columns out on an island surrounded by sparkling blue water. Proceed over a small bridge straight between two "Knuckles Sphinxes". Take the ramp to the left to find the first **Sonic Token**. (Straight ahead you'll see a **50-Ring Door** which leads to the yellow **Chaos Emerald**.) Go past a wooden sign with an arrow pointing right, and head right for the second small bridge. Look for the **Sonic Token** to the right, up on a small hill before the second bridge. Cross over the second stone bridge, being careful to avoid the four obelisks in the road, and go up the steep ramp. (To the left of this ramp, you'll see two red springs. One spring allows you to jump straight up into the air to collect a **Sonic Token**, while the other boosts you up to a higher area where you can reach the **50-Ring Door** from another direction.)

At the top of the ramp, proceed straight and you'll see a **20-Ring Door**. (Inside, you'll find the orange **Chaos Emerald**.) Before reaching the Ring Door, turn to the right, and head down a twisting ramp. Once you reach the bottom of the ramp, look for two large wooden signs pointing to the right and head in that direction. (Just past the signs, make a quick left to reach a passage that leads to a **Sonic Token**.)

After the ramp, you'll see two more wooden signs pointing to the left. Turn left, go straight and collect some more rings, and then head up another ramp. Collect the **Sonic Token** on your way up. When you get to the end of the ramp, get ready to jump a small gap. Use the "Powerslide" button to quickly turn to the left and go up another ramp with two rows of rings. Once you reach the top, turn left at the wooden sign. After the wooden sign, continue straight ahead towards a **Star Wing** and an accelerator, and use it to get a speed burst around a sharp right-hand turn near the small lake. Finally, continue racing straight ahead to reach the finish line. (**Game Master's Tip #4: You can save some valuable seconds by jumping out on to the two small, stone islands out in the middle of the water near the "U-Shaped" turn. However, if you miss landing on either island you'll end up in the water, costing yourself a lot of wasted time.**)

TOKEN AND EMERALD LOCATIONS

- Token #1 is located up a ramp to the left, past the two "Knuckles Sphinxes".
- Token #2 is located on a small hill on the right before the second small bridge.
- Token #3 is located directly above the second red spring. Jumping on the spring allows your character to collect the Token. (**Note:** Use a character who jumps to collect this Token; it's more difficult with Amy or Dr. Robotnik.) The spring can be found directly after the second small bridge (with the **Star Wing** power-up on it) and to the left of the slope after the bridge.
- Token #4 is located in a passage to the left after the signs pointing right on your way down the twisting ramps in the middle of the course.
- Token #5 is very easy to find. Stay on the main track as you near the gap you need to jump over and you'll find it.
- The **Yellow Chaos Emerald** is located behind the **50-Ring Door** near the "Knuckles Sphinxes".
- The **Orange Chaos Emerald** is located inside the **20-Ring Door** on top of the steep ramp.

RADIANT EMERALD - SECRET COURSE

This course takes place in an outer space setting complete with planets, moons, stars and comets. The race course is made of a giant, pillow-like surface. As you race around the course, you'll see giant gold rings, multicolored crystals and large round columns. The color of the main areas on this track is purple.

Note: There are no Sonic Tokens or Chaos Emeralds to collect on this course.

Note: The two shortcuts in this course will both be discussed at the end of this section.

You begin the race at the red and white checkered Start/Finish line between two large stone columns. When the race begins, head down a long straightaway and go underneath two giant rings. (You'll see two rows of rings along the road; try to collect as many of the rings as you can.) As you come up off of a high rise, you'll see a **50-Ring Door** straight ahead. This is the first shortcut. As you come to the door, turn to the right for a sharp "U-shaped" curve, trying to pick up more Tokens. Go through a short left turn and then down and straight ahead towards a loop de loop, which contains three long rows of rings. Once you get through the loop, you'll go up a steep hill. (**Game Master's Tip #5: Pay close attention here and get ready to quickly turn right. You might be a little disoriented from going through the loop de loop and may run straight into the wall, costing you valuable time.**) Continue right and you'll go through a few twisting turns to find some more rings. Next, you'll head into a very sharp 360-degree spiral turn, which is the toughest turn to maneuver through on the entire course!

Make sure to use the "Right Shift" button to get through this turn more easily and keep up your speed. Now head up a short incline and down another long straightaway with two rows of rings. At the end of this straightaway, you'll find a second **50-Ring door**. Turn right at the door and go through a "U-shaped" turn. Make a left and run straight up a steep hill with two more rows of rings. Once you head up the hill, turn left and go through another turn with some more rings. Finally, continue straight ahead to reach the Finish Line.

There are two secret shortcuts on this course. The first is at the end of the first straightaway past the Start/Finish line. Go through the **50-Ring Door** (the color of the track will change to red) and run down a straightaway that leads into a left-hand turn with some rings on it. You'll also see some multicolored crystals surrounding this turn. Continue up to an accelerator and use it to get a quick speed burst through another long straightaway. (**Game Master's Tip #6: Try running down the middle of the track to collect more rings and increase the boost your character gets from the accelerator.**) Continue up a hill, make a turn towards the right and head for the exit door to get back on to the main track.

The second shortcut is found about halfway through the course, after you go through the 360-degree spiral turn and down the straightaway with the two rows of rings. Go straight through the **50-Ring Door** once you have collected enough rings and go up a short, steep hill with more rings (the color of the track will change to green). Continue up a hill and then quickly turn left through a very sharp turn. Go underneath two large gold rings and collect the rings from the two rows you'll find here. Next, go up the hill through a row of rings and then start making a turn towards the left. As you come out of this turn, you can either jump or drop down to the Finish Line below.

Secrets

Sonic R is full of many different secrets, including six characters and a bonus course. The following section will provide information on accessing all of the hidden characters in the game along with the bonus track, RADIANT EMERALD COURSE.

To get the hidden character "Metal Sonic", collect all five Sonic Tokens from the Resort Island course and finish in at least third place. You'll then race again on the same course against Metal Sonic. To get him as a playable character, you must finish in first place.

To get the hidden character "Metal Tails", collect all five Sonic Tokens from the Radical City course and finish in at least third place. You'll then race again on the same course against Metal Tails. To get him as a playable character, you must finish in first place.

To get the hidden character "Metal Knuckles", collect all five Sonic Tokens from the Reactive Factory course and finish in at least third place. You'll then race again on the same course against Metal Knuckles. To make him a playable character, you must finish in first place.

To get the hidden character "Metal Robotnik", collect all five Sonic Tokens from the Regal Ruin course and finish in at least third place. You'll then race again on the same course against Metal Robotnik. To make him a playable character, you must finish in first place.

To get the hidden character "Dr. Robotnik", you must finish in first place on all four courses. This will allow you to access the final course, "Radiant Emerald". Finish in first place on this course and beat the game to make Dr. Robotnik a playable character.

To play as "Super Sonic", you must collect all seven Chaos Emeralds from the first four courses and finish each race in first place. There is only one Chaos Emerald on the Resort Island Course and two Emeralds on the other three courses. Once you have all seven Chaos Emeralds, you can race as Super Sonic.

To gain access to the hidden fifth course, "Radiant Emerald", finish in first place on all four courses, and then go to the "Course Select" screen where you'll be able to choose this new course.

Sonic R hints written by Kevin J. Kelly
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